**Coding Standards & Practices for GAP**

New information for this module is highlighted in yellow.

Motivation

To provide a set of standards for how code is written within the GAP program. As a professional software engineer, you will need to conform to the standards set forth by the company you work with. These standards are based on common professional practices.

Note that any of these conventions may be changed for any given class. For example, if you’re working in Unreal 4, your instructor may require you to follow their naming conventions. You will be told on the first day of class if this is the case.

Naming Conventions

Filenames should be named using CamelCase, where the first letter is capitalized:

FooBar.cpp

Variables should be named in camel case, but with the first letter lowercase:

int fooBar;

Bracing & Formatting

Bracing & indentation should adhere to the Allman style:

<https://en.wikipedia.org/wiki/Indent_style#Allman_style>

int main()

{

Foo();

FooBar();

return 0;

}

FooBarBaz();

Indentation should be set to 4 spaces. Make sure you are inserting spaces rather than inserting the tab character. *In Visual Studio, you can set this by going to Tools -> Options -> Text Editor -> C/C++ -> Tabs. Change the Tab size to 4 and make sure “Insert spaces” is set.*

Binary operators should always be surrounded by a single space on either end, while unary operators should not have any spaces:

int foo = bar + baz;

++foo;

Never use single-line if statements or loops:

if (foo) FooBar(); // NO

Instead, put it on the next line:

if (foo)

FooBar();

while (foo)

FooBar();

Multiple statements on the same line are also not allowed:

x = 10; y = 15; // NO

Commenting

You should add comments in the follow circumstances:

1. At the top of a function.
   1. This comment should explain the purpose of the function.
   2. It should describe the inputs, outputs, and any assumptions.
2. For each block of code.
   1. There should be a short comment at the top of each block of code describing what that section does.
3. For anything that’s not extremely obvious.
   1. If you’re doing something tricky, write a big comment explaining it.
   2. If you had trouble figuring something out, write out your solution.
   3. If there’s a bit of confusing code, write a comment that explains it.
4. For any bug fixes or optimizations that weren’t obvious.
   1. If you changed something that seems like it should have worked, write a comment explaining what you changed and why.

main()

There are two forms of main() that are valid in standard C/C++:

// Form 1: No arguments, returns an int

int main()

{

return 0; // this indicates normal program termination

}

// Form 2: command-line arguments, returns an int

int main(int argc, char\* args[])

{

return 0; // this indicates normal program termination

}

Either of these forms are valid. There is a third form you will see sometimes that has no return value:

// Form 3: No return. This is forbidden.

void main() // NO

{

//

}

This will compile just fine in Visual Studio, but it is NOT considered valid C++. Because of this, it is forbidden. You must use Form 1 or Form 2.

Misc

Avoid the postfix increment and decrement operators. Always use the prefix version unless there’s a real reason not too (though there almost never is):

// yes

++foo;

--bar;

// no

foo++;

bar--;